

Application #09/622,657  
Amendment dated August 8, 2005

### Amendments to the claims:

1. (currently amended) Method for loading computer programs into a memory of a portable memory object having a contactless operating mode, particularly a chip card, from one or more transmitting devices EM1, ..., EMj, ... EMP, p being a whole number, the method comprising:
  - the computer program is divided into n blocks BLK1, ... BLKi, ..., BLKn, n being a whole number greater than 1;
  - a piece of information I(n) indicating the number n of blocks to be loaded is transmitted to ~~the portable object~~ the portable memory object ;
  - the blocks BLK1, ..., BLKi, ... BLKn are loaded without contact into a memory of ~~the portable object~~ the portable memory object from a transmitting device EMj wherein j is ~~in the range~~ in a range from 1 through p;
  - each block BLKi is counted in ~~the portable object~~ the portable memory object ;
  - the loading of the blocks BLK1, ..., BLKi, ..., BLKn is interrupted during the loading of a block BLKi due to an interruption in communication between EMj and the card;
  - in response to establishing of communication between one of the transmitting devices EMk and the card, wherein k is ~~in the range~~ in a range 1 through p:
    - interrogating the card as to which block to resume loading, and
    - resuming the loading of the blocks ~~is resumed~~ from block i from transmitting device EMk; and
  - each block BLKi loaded is counted in ~~the portable object~~ the portable memory object .

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2. (previously cancelled)

3. (Currently Amended) Method according to claim 1, the method further comprises:

- prior to the resumption of the loading of the block BLK<sub>i</sub>, the loading or nonloading state of ~~the portable object~~ the portable memory object is verified.

4. (previously presented) The method according to claim 1, wherein EM<sub>j</sub> and EM<sub>k</sub> are two distinct transmitting devices.

5. (previously presented) The method according to claim 1, further comprising:

- setting a flag FLG to indicate whether the card is in a loading state or in a non-loading state; and
- upon establishing communication between one of the transmitting devices EM<sub>k</sub> and the card, interrogating the flag FLG to determine whether the card is in a loading state.